



Volume V, #23

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



13 Nov 96

HAPPY THANKSGIVING!

And with those thoughts of roast turkey, comes the urge to start a new DIP game as "Boris IX" could be all over soon. So far we have Gunnar, Gorham (haven't heard from him in months), Morrison (cancel that), Anderson, Wilson, and Hanna if a 7th is needed. If needed, let me know and include a country preference list.

STANDBY ALERT: Rudy Zodda is again NMR as both his portfolios in "Boris IX" and "Boris X" are possibly up for grabs. If interested, submit orders for one, the other or both. Should the need arise, in case of multiple entries, Ms Nar will randomly choose the lucky (?) new player.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: One of the effects of modern liberal Protestantism has been gradually to turn religion into poetry and therapy, to make truth vaguer and vaguer and more and more relative, to banish intellectual distinctions, to depend on feeling instead of thought, and gradually to come to believe that God has no power, that he cannot communicate with us, indeed has not done so, and that religion is our own sweet invention.

---Flannery O'Connor

Jack Shacklett ("Boris IX", "Boris X", DWTK) has a new e-mail address:
jshack@bbytel.com.

Jamie McQuinn is reviving the "Game of Venery" we've run here a few times as "The Hunt". Words this time are: Presidential Candidates, Super Models, Cobblers, Genealogists, Floridians, Measans (members of Mensa), Penguins, and Soccer Fans. If you have an answer too good not to share, contact him at the addresses on p 19.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes John Butitta for his LIFTOFF! press. Chalk another free issue up.

This month's Ms Nar Super-Sudsy Bomb is lobbed at John Bryden for "delsy of game" in "Achilleus".

PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR ALL GAMES IS NOON (CST) 7 Dec 96



PEACE FAILS!

Brits Riot!

Spring 1989

1X

1995X

CLEARWINE: The Peace vote failed 3-1-1, the end of the war looms anyway. Austria has KIE and perhaps SPA in his pocket, NWY is his for the asking, leaving one or two centers for a win this year. BEL, HOL, are VEN possible, but not likely. 1911 could resp SWE, and DEN to complete the conquest. The English electorate is war-weary and about evenly split on whether to accept an armistice. The new Peace Now party is expected to gain a near majority of seats in Parliament. Several "Peace Rallies", sponsored by Catholic and Quaker organisations (and allegedly bankrolled by Austria) have been brutally put down by the Home Guard, fomenting the fall of the government of Prime Minister Zodda Thassalocratic Party and precipitating early elections.

TROOP MOVEMENTS

Austria builds A BUD.

AUS (Wilson): A StP-Fin, A Lvn-StP, A Ber-Kie, A Pru S A Sil-Ber, A Sil-Ber, A Ruh S A Ber-Kie, A Mun S A Ber-Kie, A Vie-Boh, A Tri-Tri, F Lya-Spa, F Gre H, A Bud-Tri;

ENG (Zodda): NM R: A Par H(u), F Naf H(u), [F Spa(sc) H](u, r-???), F Mid H(u), F Gas H(u), F Eng H(u).

GER (J. Shacklett): F Bal S A Kie, F Den S A Kie, [A Kie S F Den](d) and pray

ITA (Fisher): F Tun-Naf, A Pie-Mar, F Wes S AUS F Lya-Spa, A Tun-Pie, A Bur-Par, A Rom-Nap, A Bel H, F Ion-Tun, A Hol S AUS A Ber-Kie;

RUS (Meinick): A Nwy-Swe.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nos = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Due next time are orders for Fall 1990.

EMBASSY BEAT

Rome: The government of Italy urges all nations to end the bloody conflict engulfing Europe and accept the gracious peace proposal from the Austrian Emperor. It also urges the English fleets to get out of the Med before we kick your ... (transmission garbled due to sun spots in the ionosphere).

CLASSIFIEDS

Now it could get interesting!



*"Now that you're back from accepting the Nobel,
let's resume our contract negotiations."*

Fall 1984

1996G

MINAS MOROLE: Mdm Goborne's new Government has been rudely greeted by the German Reich and their British stooge, who may have learned the errors of his ways with the loss of SWE. Meanwhile Emperor Jack's life expectancy continues to decrease at an accelerating rate while Turkish prospects just get better in the East. Who can stop the Sultan short of BER and Gibraltar? Perhaps it is this realisation that has caused the recent paralysis in Italy--after Austria and Russia are devoured, surely Italia is next.

TROOP MOVEMENTS

Austria retreats A TRI to BUD. France retreats A BUR to MAR.

AUS (J. Shackleton): [A Rum S A Bud-Ser](nso, r-???) A Vie-Tri, A Bud H(u);
 ENG (Fisher): A StP H, F Navy S A StP, A Bve-Fin, F Ska H, F Eng C A Wal-Pic, A Wal-Pic;
 FRA (Deb Goborne): F Wes-Lyo, F Mid-Wes, A Bre-Gas, A Mar S A Par-Bur, A Par-Bur;
 GER (Boylum): A Mun-Ber, [A Bur H](r-???) A Bel H, A Hol-Kie, F Den S F Bal-Swe, F Bal-Swe;

ITA (Zedda): INMR: F Alb H(u), F Adr H(u), A Tri H(u), A Ven H(u);

RUS (Anderson): A Moc-Sev, A Lvn-War, [F Pru S GER F Bal-Ber](nso);

TUR (York): A Ser S A Bul-Rum, A Gre S A Ser, F Bla S A Bul-Rum, A Con-Bul, A Bul-Rum, F Avg S A Gre.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Austrian A RUM must retreat otb or to OAL or UKR. Germany A BUR must retreat otb or to MUN or RUH.

SUPPLY CENTER CHART

AUS: Bud Vie-Tri	(2) Tear 1*
ENG: Eng Lon Lpl Navy StP-Swe	(6) Tear 1
FRA: Bre Mar Par Por Spa	(5) Even
GER: Ber Kie Mun Bel Den Hol +Swe	(7) Build 1**
ITA: Nnp Rom Ven Tun +Tri	(5) Build 1
RUS: Moc Ser War	(3) Even
TUR: Ank Con Smy Bul Gre Rum Ser	(7) Build 1

* If A RUM retreats otb, will be EVEN.

** If A MUN retreats otb, can only build 1 and would play one unit short.

Due next time are builds/tears and orders for Spring 1905.

AMBASSY BEAT

London: Her Majesty's government agreed to aid German efforts to end the conflict on the continent and is dispatching a British Expeditionary Force to the south of Belgium. The Royal Navy also called on Russia to stop harrassing the lost unit in St. Petersburg and agree to negotiations to end the conflict there before things get out of hand. It's bad enough the Italians and Turks and Austrians are squabbling amongst themselves without the true Royalty of Europe getting dragged into the fuss.

BOMB WORLD PRESS REVIEW

Las Vegas Picayune--Oddsmakers put Germany at 8-1 to win it all, while Turkey and England come in at 4-1 and 5-1. France is a distant 10-1. Italy is 12-1, Russia 20-1 and Austria at 200-1.

CLASSIFIEDS

P-E: Turn back and all will be forgiven.



ACHILLEUS

Epoch III

470 B.C.-100 A.D.



THE CAST:

Dan Farrow: Red
 Debbie Osborne: Azure
 Paul Zieske: Purple

Chuck Wilson: John Bryden:
 Dave Anderson:

Green
 Black
 Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1F in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

All: Cau, CEu, Del, Dan, Den;
 BI: GPC, Yel(2,C,F); BII: EDe, EGh, GaV(f), UIn(2,C,f,BM), WDe;
 GI: Cre(C); GII: Che, Wei(2,C,GM,f), Yan;
 GI: MTI(C); OII: Bal, EAn, Hin, Lev(AM), PPI(C,GM, Democracy, Law, Philosophy),
 Sha(PM), Tar(PM), Tur, UTi(c,RM), Zag;
 PI: Lin(e,RM), UNi(c,f); PII: Lib, Nu(AM), Nub, Sib;
 RI: PSD; RII: Pal;
 WI: LTI(2,C,F);
 Fleets: EMS(O), WMS(P).

Score (SP/VP): B(10/22), O(10/19), R(12/12), A(12/21), P(13/32), G(19/35).

EPOCH III: Everyone holds.

EFATS (A): Play 1A, AM @ CEu (1A1F-Del), 1A @ NGa, 1A @ Alb, 1A @ Dni (-1All), 1A @ Cau (-1All), 1A @ EAn (6,1:2,1-1OI), 1A @ Zag (4,2:3-1OI), 1A @ Hig. Score: 21 + M(1x2) + Mid E(P=3) + S Eur (P=3) + N Afr (D=2) = 31.

MAKESHAWANS (B): Play 1A,C @ Pin, 1A @ Mar. Play "Treachery" & 1A @ Del (-2All), 1A @ NAp, 1A @ Sap, 1A @ CMa, 1A @ Pyr, 1A Wib, 1A @ Sib (4,3@6,1:1-1BIII,PII), 1F @ EMS (5,4:8-1OF), 1A @ Lev (5,3:6,5; 5,1:5,3; 3,1:2,1-1BIII,OII), 1A @ WOs, 1A @ Sha (3,1:3,1; 6,4:5,5-1OI), 1A @ Hig. Score: 22 + C(3x2) + M(2x2+2) + S(1) + Mid E(P=3) + N Afr(P=2) + China(P=3) + India(D=6) + S Eur(D=6) + N Eur(P=1) = 56.

MAHARYANS

(R): Play 1A,C @ GbV (████████...).

Score (SP/VP): R(12+/22+), P(13+/32), O(19+/35), A(20/31), G(22/19+), B(25/56).

Due next time are your orders for the rest of Epoch III.

THE BOARD:

All: Dan; AIII: Alb(AM), Cau, CEu, Dns, EAn, Hig, NGa, Zag;
 BI: GPC, Yel(2,C,F); BII: EDe, EGh, GaV(f), UIn(2,C,f,BM), WDe; BIII: CMa, Del, Lev(AM),
 Mar, NAp, Pin(C,BM), Sap, Sha(PM), Sib, WOs, Wib
 GI: Cre(C); GII: Che, Wei(2,C,GM,f), Yan;
 GI: MTI(C); OII: Bal, Hin, PPI(C,GM, Democracy, Law, Philosophy), Tar(PM), Tur,
 UTi(c,RM);
 PI: Lin(e,RM), UNi(c,f); PII: Lib, Nu(AM), Nub;
 RI: PSD; RII: Pal;
 WI: LTI(2,C,F);
 Fleets: EMS(B), WMS(P).

--DOWN WITH THE KING (continued from facing page)

modifications to the High Minister's and Minister of the Army's rolls, and your orders for Turn 7 through Turn 8 Political Problems Phase.

NOTE 3: A last minute audit just before publication showed big discrepancies between the PP totals and your faction holdings. Too late to change things here, but run a check yourself and let me know your figures.

Countess Mary (#64): 0/28 PP, 1 IP, 16C, #84, #21, Bro John, #44, #54, #11
 Earl Michael (#15): 1/28 PP, 8 IP, 15C, #36, #51, #35(H), #43, #24
 Marquise Elizabeth (#62): 15/14 PP, 39 IP, 15C, #65(H), #55, #52
 Earl Richard (#14, MC): 35/31 PP, 21 IP, 12C, #41(H), #19, #46, Pr Alan, #25
 Marquise Ruth (#63): 10/28 PP, 1 IP, 12C, #53(H), #12, #16, #42, #51, #21.

DOWN WITH THE KING

Seduction Attempted:

WARR!!

Turns 5/6/7



The Cast (in Turn 6 movement order):

Countess Mary (#64): 0/24 PP, 3 IP, 16C, #34, #21, Bro. John, #44, #54

Earl Michael (#15): 0/29 PP, 3 IP, 15C, #36, #51, #35(H), #43, #24

Marquise Elisabeth (#62): 15/16 PP, 19 IP, 15C, #66(H), #55, #52

Earl Richard (#14, MC): 39/27 PP, 21 IP, 12C, #41(H), #13, #46, Pr. Alan

Marquise Ruth (#68): 6/24 PP, 0 IP, 12C, #53(H), #12, #16, #42, #61, #21

The Cabinet:

Monarch: King George (60 Sup)

Navy: Sir James (#22)

State: Duke Marley (#44)

Trade: Knight William (#26)

Epalin: Sir Drew (#11)

Sandarican: Sir Charles (#29)

City States: Sir Malcolm (#13, RI)

Consort: <Vacant>

High Minister: Lord Percival (#41, RI)

Army: Duke Roland (#92, RI)

Justice: Earl Duncan (#34, Ma)

Bevyman: Earl Maxwell (#32)

Cronos: Knight Dale (#25)

Treasury: Lord Mortimer (#35, Mi)

ROYAL DEATHS: Alfred, Almery, Catherine, Phillip

Turn 5 (continued)

5. Player Turns:

Earl Richard: ... Counsel Monarch concerning Townsmen Unrest to take liberal reforms (8-1(High Minister) - 7) - The Monarch is pleased, gain 1 PP.

Turn 6 (continued)

5. Player Turns:

Baroness Mary: Propose to Brother John (illegal: PCs can't propose to RCs--Rule 18.4.1). Roll on Fashion Table, buying +1 drm (-2 IP): 9+2 = 11 = Regal, +4 PP, +2 drm. Recruit Sir Drew, Ambassador to Epalin (#11).

Earl Michael: Roll on Literary Pursuite Table: 6+2 = Good Language Skill, +1 PP. Trade 5 IP for 1 PP (insufficient IP). Make Duke Henry a henchman.

Marquise Elisabeth: Play "Scandal" chit to expose a scandal on Knight Richard (see Note 1). Play "Intrigue" event card - #66 (the Temptress) attempts to seduce Duke Marley (#44) - see Note 2. Roll on Business Table (-3 IP and -2 IP for +1 drm): 9+2 = 11 = Financial Coup, +25 IP, +2 drm. Roll on the Fashion Table (illegal--4th Activity and only one Table per turn). Counsel monarch to "Ask the church for aid": 8+1(Archbishop) - Monarch is pleased, counsel accepted, +2 PP.

Earl Richard: Recruits Knight Dale, Ambassador to Cronos (#25). Rolls on the Sporting Table: 9+2 = 11 = ???.

Marquise Ruth: Play "Gain 1 IP" chit. Roll on Fashion Table: 8+1 = 9 = "Smart", +2 PP, +1 drm. Recruit Baroness Melanie (#65). Counsel the Monarch on gambling advice. The Monarch is pleased, counsel accepted, +4 PP.

NOTE 1: Scandal Table Roll: 9. Only Lis & Dick may play "Informer" cards to modify the roll by -1dr & +1 respectively.

NOTE 2: Any player can thwart the seduction by playing "Treachery" or "Informer". Should the seduction succeed, Marley will propose to Debbie.

Turn 7

1. Player order: Baroness Mary, Marquise Elisabeth, Earl Richard, Earl Michael, Marquise Ruth

2. Office phase: n/a.

3. Political Problems: Natural Disaster: Minister of Trade Knight William (5) fails to solve the problem. Economic Crisis: Treasury Minister Lord Mortimer (5) fails to solve the problem (and is sacked). Monarch's Support falls from 60 to 40.

4. Crown Event: Two Political Problems: War with all countries (Minister of the Army, modified by State and the General), and Townsmen Unrest (High Minister modified by Magistrate and Archbishop).

You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Due next time are card plays to thwart the seduction and to modify the scandal roll.

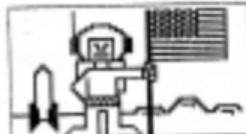
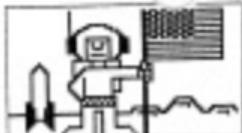
--Continued on facing page

LIFTOFF!

2 SPACEWALKS!!

2 Near Disasters!

1962/63



THE CAST:

Andorra (Dave Anderson)
 Duchy of Grand Fenwick (John Butitta)
 Republic of Texas (Andy York)
 Spain (Dan Farrow)
 Sweden (Al Bargender)

Cash from '61
 90 MB
 5 MB
 -23 MB
 66 MB
 47 MB

'62 Budget
 192 MB
 86 MB
 68 MB
 101 MB
 109 MB

ERRATA: Andorra has 222 MB available in 1962, not 232.

1962

1. All collect budget (see above).
2. Random Events (see last issue): Add 4 MB to Spain's cash. Andorra doesn't pay.
3. Lingering Cards:
 - AND: Fortunate Accident: negate next satellite failure
 - AND: Lose 20% on next "B" mission.
 - SWE: buy additional astronauts for 1 MB.
 - SWE: Govt Order: Land man on moon NLT 1962 (30 MB).
 - SPA: Govt Order: Next launch must be manned (20 MB).
4. AND: Buy initial "G" (-150 MB), initial "h" (-60 MB), one "a" (-2 MB) & one astronaut (Angela Astronautics, -2 MB).
5. DGF: Buy one "1" (-1 MB), initial "2" (-24 MB).
6. RoT: Buy two "a" (-4 MB).
7. SPA: Buy initial "C" (-8 MB) and two Astronauts (El Nino and El Cid, -4 MB).
8. SWE: Buy two "A" (-6 MB), two "a" (-4 MB) & initial "D" (-12 MB) and initial "EVA" (-18 MB).
9. Conduct Research:
 - AND: 1 die on "G" (-7 MB, +2%).
 - DGF: 3 dice on "B" (-12 MB, +15%), 7 dice on "D" (-14 MB, +18%), 8 dice on "b" (-16 MB, +29%).
 - B: 8 dice on "2" (-24 MB, +34%).
 - RoT: 8 dice on "a" (-8 MB, +21%), 1 die on "3" (-4 MB, +5%), 2 dice on "2" (-8 MB, +11%).
 - 8 dice on "D" (-16 MB, +31%).
 - SPA: 7 dice on "c" (-35 MB, +30%), 8 dice on "C" (-48 MB, +25%).
 - SWE: 8 dice on "B" (-32 MB, +27+8%), 2 dice on "3" (-8 MB, +6+2%), 8 dice on "d" (-16 MB, +26+8%), 8 dice on "b" (-16 MB, +19+8%).
10. Declare 1963 Missions: Andorra(3), Fenwick(2), Texas(2), & Spain(1), Sweden(2).
11. No one rushes.
12. Texas scrubs two manned orbital flights (-20 MB to budget).
13. Fenwick launches orbital satellite (1A): Lift off: 40 < 86%; EOB: 98 < 98%; Power Up: 07 < 98%. Success: add 1% to "A" and "1" and +2 MB to Budget.
14. Fenwick launches one person capsule (Aa with mix rats): Lift off: 99 > 87% Failure: add 1% to "A".
15. Sweden launches an manned sub-orbital mission (Aa) with Lens Ramgård aboard. Lift off: 92 > 87%. Catastrophe: 26 < 85%: no ignition, try again at end of phase.
16. Sweden launches manned sub-orbital mission (Aa) Ruthstrom aboard. Lift off: 64 < 87%; EOB: 68 < 82%; Reentry: 45 < 82%; Recovery: 37 < 82%. Success: add 1% to "A" and "a", 10% to Ramgård, and 2 MB to Budget.
17. Andorra launches crewed orbital mission with spacewalk (AaE) with Barney aboard. Lift off: 81 < 89%, EOB: 82 < 82%; Orb Art: 61 < 82%; EVA: 59 < 98%; De-Orb Burn: 13 < 82%; Reentry: 47 < 82%; Recovery: 25 < 82%. Success! Barney is first purple dinosaur to walk in space! Add 11 MB to budget, +1% to "A" & "a", and 10% to Barney.
18. Andorra launches crewed orbital mission with spacewalk (AaE) with Debbie Duchette aboard. Lift off: 67 < 90%. EOB: 72 < 83%; Orb Art: 57 < 83%; EVA: 93 < 98%; De-Orb Burn: 24 < 83%; Re-entry: 67 < 83%; Recovery: 18 < 88%. Success! Add 7 MB to budget, +1% to "A" & "a", and 10% to Debbie.
19. Andorra launches crewed orbital mission (AaE) with spacewalk with Angie Astronautics aboard. Lift off: 34 < 91%. EOB: 95 > 84%; Catastrophe: 42 < 50% go directly to reentry; Re-entry: 19 < 84%; Recovery: 01 < 84%. Failure! Lose 2 MB to budget, +1% to "A" & "a", and 10% to Angie.
20. Sweden launches an manned sub-orbital mission (Aa) with Lens Ramgård aboard. Lift off: 35 < 88%; EOB: 20 < 83%; Reentry: 63 < 83%; Recovery: 4 < 83%. Success: add 1% to "A" and "a", 10% to Ramgård, and 2 MB to Budget.

1963

1. Sweden failed to land man on moon by 1962, so loses 30 MB from budget and so collects 83 MB. Andorra collects 145 MB, DGF collects 86 MB, RoT collects 68 MB, Spain

collects 101 MB. Sweden collects 109 MB.

2. Draw Event Card:

AND: Budget -10 MB. Influenza: Primary crew has flu, use back-up.

SGP: Social Programs: Reduce budget by 50%.

RoT: Budget +15 MB: Astronaut killed in training. Simmons dies.

SPA: Budget -5 MB. Minor problem: Pay 10 MB or lose 5% on "C" next mission.

SWE: Budget +5 MB. Furturante Accident: cancels next rocket failure.

Due next time will be your purchases, R&D expenditures, rush decision for 1963 and if you plan a launch (and what) for 1964.

Country	From '62	'63 Budget	Cash '63	'64 Bud
Andorra	1 MB	145 MB	146 MB	135 MB
Fenwick	0 MB	97 MB	98 MB	49 MB
Texas	10 MB	48 MB	58 MB	43 MB
Spain	0 MB	102 MB	102 MB	97 MB
Sweden	44 MB	83 MB	127 MB	88 MB

PRESS:

In a the living room of Tully Bascombe's house, near the Castle, 2 men were standing and looking at a disheveled, long haired young man who was looking around with a slightly vague stare.

"He told the border guard that he was here on a secret mission for the United States of America to look for rockets" Tully Bascombe said, looking down at the young man again with curiosity.

"Yeah, the dude at the embassy gave me 10 bucks to ride my bike down here and find some, like, space rockets, you know," said the young man with a snicker.

"Did you see any?" Dr Kokintz, the older, professional looking gentleman, asked the young man.

"Wow, man, like there were big ones shooting right out of the castle, man. Like, FAR OUT!" the young man replied, while making whooshing sounds and jabbing his right palm over his head. "That embassy dude is going to be going to be pissed when he has to pay me the other 10 bucks for finding some. Uh, could I get, like, a wing or something to bring back with me?"

"What is your name, son?" asked Tully.

"Albert LaFontaine, but my friends call me Winky," said the young man. "Like, Wow, those rockets are DYNAMITE, man. What a trip - where do you sign up for a ride?"

"Aren't you worried that it might be dangerous, young man?" asked Kokintz.

"NO WAY, JOSE! I been on lots of worse trips, you know," said the young man.

"Well, Winky" said Kokintz, rubbing his chin with his right hand "I've been looking for someone with your unique sense of adventure..."

R&D Status Board (%/#)

	ANDORRA	DG FENWICK	REP TEXAS	SPAIN		SWEDEN
Prog-	61	62	61	62	61	62
1:	97/5	97/5	98/1	98/1	95/0	95/0
2:	45/1	45/1		79/1	83/1	90/1
3:					84/5	85/5
A:	89/5	92/2	86/8	88/6	89/8	89/8
B:	25/1	25/1	77/1	90/1		
C:					91/0	91/0
D:			80/1	85/1		85/1
EVA:	98/u	98/u		85/1		
G:	12/1					
s:	82/2	85/0	81/4	82/3	10/0	87/0
b:			35/1	35/1		84/0
c:					42/1	47/0
h:		10/1			70/1	
L Fac:	3	3	2	2	2	1
					1	1
						2

Astronauts:

40%: L Rasmgard (SWE)

30%: S Ruthetrem (SWE)

20%: B Bjorklund (SWE). De Duchette (AND). Barney (AND)

10%: Gomes (SPA). A Astronautica (AND)

0%: De Duchette (AND). Sc Katz (AND). Sh Katz (AND). J Katz (AND). Sc Katz (AND). A LaFontaine (DOF). Ri Onascek (RoT). Po Onascek (RoT). Simmons (RoT). E Cid (SPA). E Nino (SPA)

KIA: Rogers (SPA). T Onascek (RoT). I Hakansson (SWE). B Jaerbyn (SWE)

ALL FIGURES ARE FOR END-OF-YEAR

"???? IS ????"

SR 1 & OR 1

Jury still out on the game name, either "Time is Money" or "Glory Bound". (Vote 1-1 from Fisher & Ringhoffer) ... make your choice or not.

Correction Corner - Forgot to show Hanna's holding of 1-B&O share last time.

PLAYER STATUS

Fisher	\$162	SVNR, 2-B&O, 1-C&O (Priority)
Beck	\$59	B&Opc, 4-B&O(P)
Ringhoffer	\$15	C&SL, 5-C&O(P)
Farrow	\$198	D&H, 1-B&O, 1-C&O
Hanna	\$94	M&H, C&A, 1-PRR, 1-B&O
Chinnery	\$35	2-B&O, 3-C&O

CORPORATION STATUS

Corp	Value	Pool	10	Par	Cash	Trains	Tokens
B&O	C82	0	0	n/a	\$760	----	3
C&O	D76	0	0	n/a	\$710	----	3
PA	???	0	9	---	----	----	4

Operating Round #1

B&O - Place home tokens in 115, lay tile #57 in J14(sw) for \$80, no train or run - stock falls to C 76, buy 2-2' trains for \$160, treasury = (\$760-\$80-\$160) = \$520 ((B&Opc retired))

C&O - Place home tokens in F6, lay tile #8 in Q5(w), no train or run - stock falls to D 71, buy 1-2' train for \$80, treasury = (\$710-\$80) = \$630

Stock Round #2

Fisher - Buy President's share of the PRR, set par @ \$76/share (Has \$10)

Beck - Pass (Has \$53)

Ringhoffer - Pass (Has \$15)

Farrow - Buy PRR for \$76 (Has \$122)

Hanna - Buy PRR for \$76 (Has \$12)

Chinnery - Pass (Has \$35)

Fisher - Sell 1-C&O for \$71 & buy PRR for \$76 (Has \$5), C&O drops to E 57, PRR floated!

Beck & Ringhoffer - Pass

Farrow - Buy C&O from pool for \$67 (Has \$46) C&O sold-out!

Hanna - Pass (Has \$18)

Chinnery - Pass

Fisher, Beck, Ringhoffer and Farrow - Pass.. Stock Round is over - Hanna gets the priority card for Stock Round #3. B&O and C&O stock price rise one level to B 82 and D 71.

PLAYER STATUS

Hanna	\$18	M&H, C&A, 2-PRR, 1-B&O (Priority)
Chinnery	\$35	2-B&O, 3-C&O
Fisher	\$5	SVNR, 2-B&O, 3-PRR(P)
Beck	\$53	4-B&O(P)
Ringhoffer	\$15	C&SL, 5-C&O(P)
Farrow	\$46	D&H, 1-B&O, 2-C&O, 1-PRR

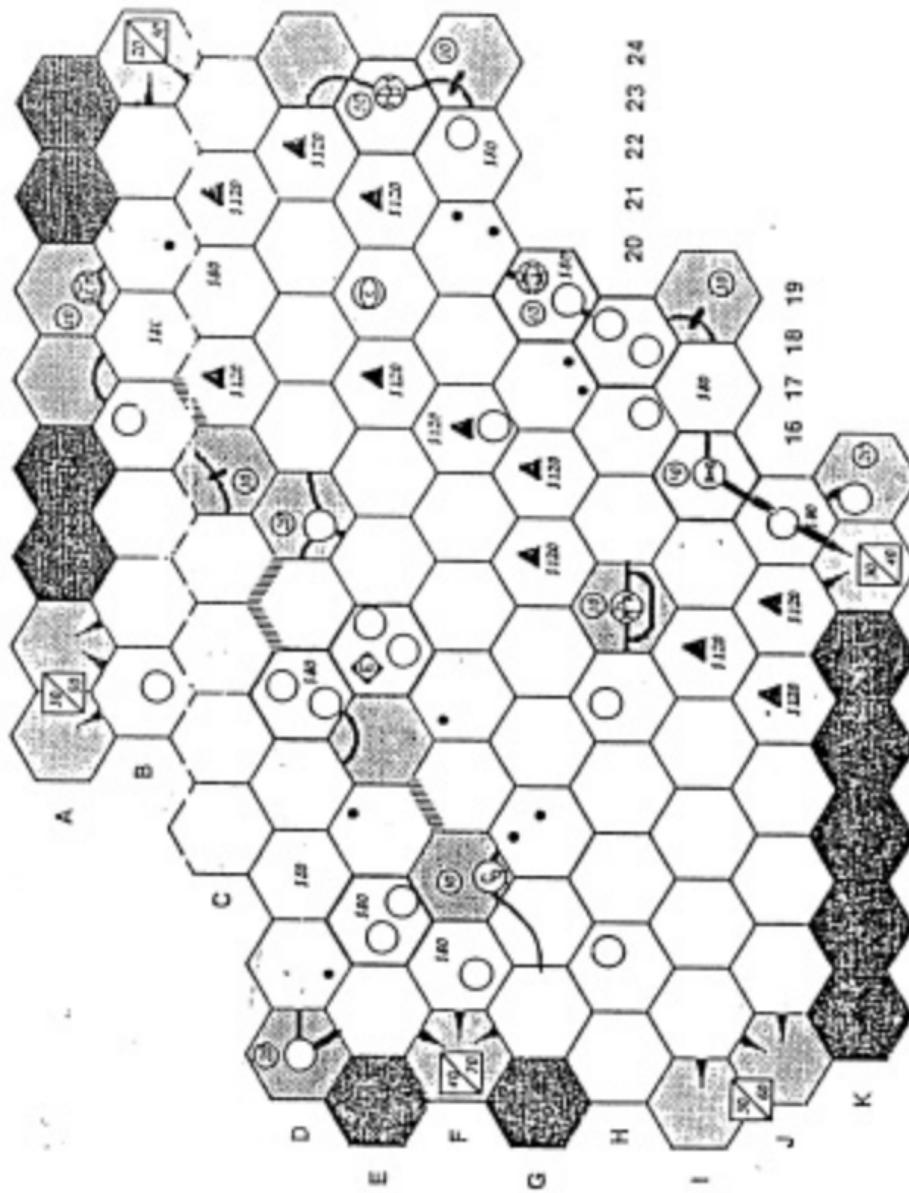
CORPORATION STATUS

Corp	Value	Pool	10	Par	Cash	Trains	Tokens
B&O	B 82	0	--	---	\$520	2-2*	115(2)
PRR	D 76	-	4	\$76	\$760	----	4
C&O	D 71	0	--	---	\$630	1-2*	F6(2)

Trains Available: 222 33333 44444 555 66 DDDDDDD

Tiles Available: #1(1), #2(1), #3(2), #4(2), #7(4), #8(7), #9(7), #55(1), #56(1), #57(3), #58(2), #59(1)

Due to Mark Frueh by 4 Dec 96 are orders for Operating Round #2 and Stock Round #3.



THE GREAT WHITE NORTH

NEW RAILROAD. NEW PHASE.

MORE DEBT

OPERATING ROUNDS 3



ERRATA: The CPR and LPS share prices and the LPS treasury were incorrect in the company status summary.

PLAYER HOLDINGS: (* = presidents certificate; limit = 11)

Zieske	\$127	2GT*
Chinnery	\$93	infab, 1WR, 1LPS
Quist	\$84	cc, 3LPS* [priority]
Buttts	\$104	w&s, 2CPR*
Wordeleman	\$237	2WR*
Farrow	\$116	soft, 2LPS

COMPANY STATUS:

Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest	
GT	PZ	A110	---	8	100	\$10	1		ft 22	P9,N11+2	X5
CPR	JB	B100	---	8	90	\$50	2		-- 22	M4,N3+2	N11
WR	WW	B80	---	7	90	\$5	3		-- 233	O16,O18+1	L15
LPS	MQ	F70	---	4	65	\$115	3		-- 88	C14+1	F17(\$65)

SHARE ROUND 3

Quist buys LPS. (\$84 - 65 = \$19; LPS escrow account to \$130)

Buttts buys GT. (\$104 - 100 = \$4; GT treasury to \$110)

Wordeleman buys WR. (\$237 - 90 = \$147; WR treasury to \$95)

Farrow buys CPR. sells 2 LPS. (\$116 - 90 + 140 = \$160; CPR treasury to \$140; LPS price falls to \$60)

Zieske buys GT from IO. (\$127 - 100 = \$27; GT treasury to \$210)

Chinnery buys WR. (\$93 - 90 = \$3; WR treasury to \$135)

Quist passes.

Buttts sells GT, buys CPR from IO. (\$4 + 110 - 90 = \$24; CPR treasury to \$230; GT price falls to \$100b)

Wordeleman buys WR. (\$147 - 90 = \$57; WR escrow account to \$90)

Farrow sells CPR, buys presidents share of Great Western, par \$65. (\$156 + 100 - 130 = \$136; GW treasury to \$130; CPR price to \$90)

Zieske, Chinnery, Quist, Buttts, and Wordeleman pass.

Farrow buys GW. (\$136 - 65 = \$71; GW treasury to \$195)

Zieske, Chinnery, Quist, Buttts, and Wordeleman pass.

Farrow buys GW. (\$71 - 65 = \$6; GW treasury to \$260)

All pass. Zieske has the priority deal card.

OPERATING ROUND 3.1

Private companies pay GT \$5 (\$215). Buttts \$10 (\$34). Quist \$10 (\$29). Chinnery \$10 (\$23). and Farrow \$20 (\$26).

GT: Borrows \$100. Lays tile #14 in P9 (sw). Runs P9-Q7 & P9-N11 (\$140). Pays dividends. (PZ +42, GT +14). Price rises to B110. Buys 3-train. (\$210 + 5 + 100 - 20 + 14 - 225 = \$84)

CPR: Lays tile #121 in M4(e). Runs M4-N3 & N3-N1 (\$130). Retains earnings. Price falls to C80. Buys 3-train. (\$230 - 20 + 130 - 225 = \$115)

WR: Lays tile #59 in N17(ns). Runs O18-P19, O18-P17, & O18-O16-P17 (\$260). Retains earnings. Price falls to B75. Buys 4-train. (\$185 - 80 + 260 - 350 = \$95)

PHASE CHANGE: All 2-trains evaporate.

GW: Borrows \$100. Places token in F16; lays tile #5 in F17 (n). No trains, so no run. Price falls to F60. Buys 4-train. (\$260 + 100 - 10 - 350 = \$0)

LPS: Borrows \$100. Lays tile #8 in D13 (sw). Runs C14-B15 & C14-B13 (\$120). Pays dividends. (MQ +48, DC +12, LPS +26). Price rises to Q65. Buys no train. (\$115 + 100 - 40 + 24 = \$199)

We'll stop here to let the presidents assess the situation. We managed to get a 4-train purchased without precipitating a bankruptcy, but no one is out of the financial woods yet. Due next time are CR3.2 and SR4. Orders should reach Chuck Hanna by 4 Dec 96.

PLAYER HOLDINGS: (*) = president's certificate; limit = 11

Ziemke	\$69	807* [Priority]
Chinnery	\$35	nsfb, 2WR, 1LPS
Quiet	\$77	nc, 4LPS*
Butitta	\$34	w&a, 3CPR*
Werdeleman	\$57	4WR*
Farmer	\$26	w&f, 4CW*

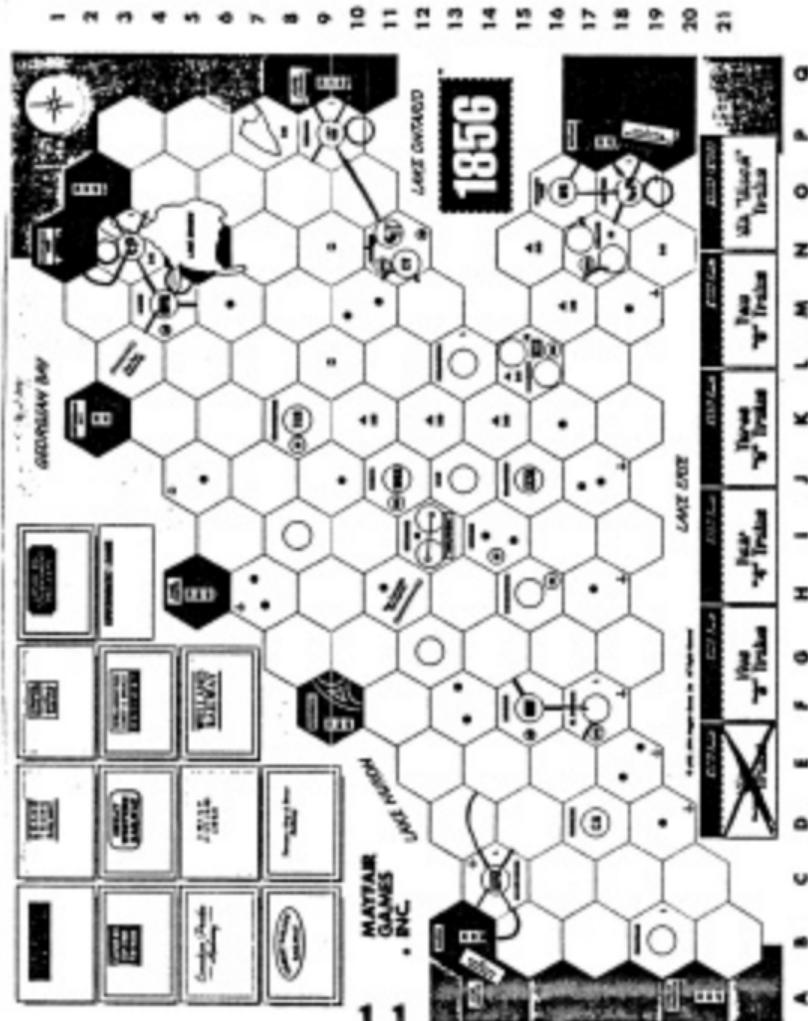
COMPANY STATUS:

Name	Pres	Value	Pool	10	Par	Treas	Loans	Trains	Tkns	Dest
GT	PZ	B110	1	6	100	\$84	2	ft	3	P9,N11+2 KB
CPR	JB	C80	1	6	90	\$115	2	--	3	M6,N3+2 N11
WR	WW	B75	---	4	90	\$65	3	--	34	O16,O18+1 L15(\$90)
LPS	MG	G65	2	3	65	\$199	4	--	33	C14+1 P17(\$180)
GW	DF	F60	---	6	65	\$80	4	--	4	P15+8 A20

Trains Available: 94,555/66,DD..

The Bank has \$11,239.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(5), #8(13), #9(12), #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #25(4), #24(4), #25(1), #26(1), #27(1), #28(1), #29(1), #55(1), #56(1), #57(3), #58(3), #59(2), #60(1), #121(2)



1870

JAMES WEST**OR 1 & SR 2****PLAYER STATUS**

Ziecke	\$62. GRS. 1 KATY. 2 SLSF (VP) <Priority>
Woridelmann	\$44. SC. 3 SLSF (Pres)
Quist	\$46. 3 KATY (Pres). 1 SLSF
Hanna	\$18. MKT. 3 KATY (VP)
Farrow	\$112. MRB. 1 KATY. 1 SLSF
Chinnery	\$34. OS. 2 KATY. 1 SLSF

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Dest
SLSF	A100	1	0	\$100	\$1000	---	3	M22
KATY	E72	0	0	n/a	\$680	---	3	N1

OR 1

Privateers pay Ziecke \$5. Farrow & Woridelmann \$10. Chinnery \$15, and Hanna \$20.

SLSF: Play initial token in E12. Play tiles #6 in E12(nw) [-\$60] and #8 in F11(se) [-\$60]. No trains, so no run. Stock slides to A90. Buy two 2-trains [\$1000-60-60-160 = \$720].

KATY: Play initial token in B11. Lay tiles #6(w) in B11(w) [-\$40] and #57(e) in B9. No trains, so no run. Price slips to E68. Buy a 2-train [\$680-40-80 = \$560].

SR 2

Ziecke, Woridelmann, Quist, and Hanna pass.

Farrow buys 1 SLSF [\$122-100 = \$22]. SLSF is sold out!

All pass.

KATY is sold out so move to D72. Chinnery has the priority. Due next are orders for OR 2 and SR 3. Company presidents should include contingency orders for price supporting and redeeming their stock.

PLAYER STATUS

Ziecke	\$67. GRS. 1 KATY. 2 SLSF (VP) <Priority>
Woridelmann	\$54. SC. 3 SLSF (Pres)
Quist	\$48. 3 KATY (Pres). 1 SLSF
Hanna	\$36. MKT. 3 KATY (VP)
Farrow	\$22. MRB. 1 KATY. 2 SLSF
Chinnery	\$49. OS. 2 KATY. 1 SLSF

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Dest
SLSF	A90	0	0	n/a	\$720	22	E12(2)	M22
KATY	E72	0	0	n/a	\$560	2	B11(2)	N1

TRAINS AVAILABLE: 2222333333444455556666888810.10.12...

The Bank has \$10,444.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(6), #5(2), #6(0), #7(9), #8(21), #9(23), #55(1), #56(1), #57(6), #58(4), #59(1)

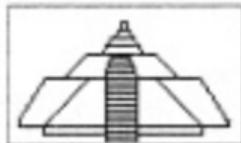
\$80





1870





TURN 8 (cont'd):

9. TRADE: Babylon buys gold (-10%). Pile I is empty. Crete and Egypt receive 3 cards. Illyria gets four cards. Pile II is exhausted. Africa, Iberia & Thrace get 4 cards.

Babylon gets 5 cards and exhausts Pile III. Assyria gets 5 cards.

Babylon trades Cloth (x2) and _____ to Thrace for Timber (x2) and _____.

Babylon trades Grain, Timber & _____ to Assyria for Spice, Bronze & _____.

Egypt trades Iron, Papyrus & Treachery to Iberia for Hides, Wine & _____.

Illyria trades Cloth, Wine & _____ to Thrace for Iron, Grain & _____.

8.10: RESOLVE CALAMITIES:

Volcano destroys Neapolis and Campania.

Treachery converts Sardinia from Iberian to Egyptian control.

Famine: Babylon loses 10 [Jericho & Damascus are reduced, 2T lost from Syria: 1T from Phoenicia], Egypt 8 (3T from U Egypt, 2T from Tanis, 1T from Alexandria, Fayum and Ptolemais), Illyria 7 (???), Iberia 1 (reduces Narbo), Crete 1 (Corinth), and Thrace 1 (1T @ Thera).

Superstition reduces Byzantium, Troy, and Moesia.

Slave Revolt reduces three of Illyria's four cities.

8.11: BUY CIV CARDS:

Africa discards 1 Hides & 1 Ochre.

Assyria turns in 5 Grain, 2 Silver & 6t (130) for MYSTICISM and ASTRONOMY.

Babylon turns in 5 Timber, 2 Bronze & 2 Salt (111) for COINAGE.

Crete discards 1 Hides and 1 Ochre.

Egypt passes.

Iberia discards two cards (??).

Illyria ...

Thrace ...

8.12: ALTER AST: Egypt advances to 2000 BC, Babylon remains at 2000 BC, Africa & Crete advance to 1600 BC, Iberia & Illyria remain at 1600 BC, and Thrace and Assyria advance to 1200 BC, the latter breaking into the Late Bronze Age.

Due next are your any missing orders from the Calamity and Buy Civ Phases of Turn 8 and Taxation through Trade Phase orders for Turn 9.

THE BOARD

AFRICA: C @ Carthage, Carta, Cyrene, Palermo, Thapsis, Tripoli; S @ Carthage, Cyrenaica; 2T @ Cyrenaica, Numidia, Tunisia; 1T @ E Mauritania, Jalo, New Africa, Libya, Tripolitania, Sahara, Subrata.

ASSYRIA: C @ Ankara, Antioch, Gordium, Kars, Miletus, Nineveh, Salamis, Sinope; 1S @ Antioch, Galatia, Media, Sinope; 3T @ Van; 2T @ Armenia, Bithynia, Cilicia, Elam, Media, Mikop; 1T @ Cappadocia, Cyprus, Galatia, L. Armenia, Lycia, Nalchik, MYSTICISM, ASTRONOMY.

BABYLON: C @ Aleppo, Babylon, Carrhae, Mari, Susa; 1S @ Median, Tyre; 3T @ Tyre; 2T @ Babylon, Chaldea, Damascus, Phoenicia, Sumeria; 1T @ Arabia, Jericho, Median, Petra, Sidon, Syria, COINAGE.

CRETE: C @ Argos, Eretria, Rhodes, Sparta; 1S @ Chalcis, Thera; 2T @ Athens, Knossus, Phaeonia, Thessaly; 1T @ Chalcis, Corinth, Delphi, Epirus.

EGYPT: C @ Bubon, Jerusalem, Sardis, Siwa, Thebes; 2T @ W Desert; 1T @ Alexandria, E Desert, Fayum, Gaza, Nubia, Ptolemais, Sinai, Tanis, U Egypt.

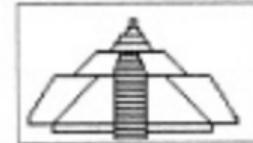
IBERIA: C @ Corduba, Eburus, Hispania, New Carthage; 1S @ Balæres, Etruria, Milazzo, Pyrenæes; 3T @ Narbo; 1T @ Aquitanis, Belgica, Gaul, Lugdunensis, Lusitanis, Massilia, Milazzo, Pyrenæes, Rhaetia, Tarraconensis.

ILLYRIA (-7T, Slave Revolt): C @ Apollonia, Illyria, Rome, Tarentum; 2S @ Tarentum; 1S @ Belica; 2T @ Belgica, Dacia, Etruria, Pannonia, Rubicon; 1T @ Cusipina, Dalmatia, Germany, Illyricum, Samnium, U Germany.

THRACE: C @ Sarpis, Thessalonica, Tyras; 1S @ Lesbos, Thera; 4T @ Mysia; 3T @ Byzantium; 2T @ Crimea, Danube, Ionia, Scythia, Thrace, Troy; 1T @ Lesbos, Thera.

PRESS: (CRETE)

Having taken a poll among my subjects one valiant knave has volunteered to sacrifice



himself in the name of "famine." I have reluctantly accepted this selfless offer from Corinth. This will, of course, lower my production of fine Corinthian leather for the American automobile industry. I shall carry on in the face of this adversity. Though we have lost a dear and trusted friend, we will be stronger for it. A memorial to our dear departed unit from Corinth will be placed on the island of Crete during a solemn ceremony attended by all who called Corinth a friend or colleague. Tomorrow is a day of mourning. All subjects will wear a black arm band. No pizza will be served. Pizza was his favorite food and it wouldn't be right to have others enjoying themselves while he suffers his fate. Long live the Corinthian! He is a guiding light to us all! And why are you still reading this drivel?

Your Cards are:





DUNE

Harkonnen Sells Out!



TURN 4/5

THE CAST

ATREIDES (Fisher): KH, 2L, 15S, 2C, ST @ Arrakeen, 6T @ False Wall East(a6 *).
EMPEROR (Deb Osborne): 42S, 4C, 9T @ Habbanya Ridge Sitch, 10T Habbanya Flat, 1T
 @ Harg Pass.
FREMEN (Anderson): 9S, 4C, 5T @ Sitch Tabr, 4T @ Pasty Mesa(w7 *), 2T @ Funeral
 Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 57S, 4C, 6T @ Tuck's Sitch, 5T @ Pasty Mesa(s7 *).
HARKONNEN (Bryden): 3S, 8C, 5L, 5T @ Carthag, 1T @ False Wall East(a
 IX (Narhak) 12S, 3C, 5T @ Polar Sink.
TANKS: 6A, 6H, 6L; Lady J. B Raban, G Halleck, Colonel.

TURN 4

7. COMBAT:

False Wall East: A with 6T bribes H with 1T to "take a dive" for 3S. A plays D Idaho, KH,
 0S, no cards, and dials 0; H plays U Kudu, no cards, 0S, and dials 0. A wins 2-1.
 H loses 1T. A loses nothing.

Pasty Mesa: F with 4T plays "Cheap Hero", "Trip to Gammis", 0S and dials 2. G with
 5T plays "Cheap Hero", "Elaica Drug", "Jubbk Cloak", 3S, and dials 4. G wins 4-2;
 all lose everything except "Elaica Drug".

8. SPICE COLLECTION: A collects 10S. A collects 2S for Arrakeen. H collects 2S for
 Carthag. O collects 1S for Tuck's Sitch.

TURN 5

1. The STORM moves from Sector 2 to Sector 4. The next weather chit is _____.
2. SPICE BLOW: Shai Halud appears in Siaya Ridge(6). Magga Baan(6) and
 Habbanya Ridge Flat(10) have Spice Blows. We have a new! Alliances may be
 made or broken. The next Spice Card is _____.
3. BIDDING: There are 4 cards available. They are (in alphabetical order) _____.

Due next time are orders for any voluntary actions from Turn 5 Bidding to Turn 6 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 14S, 2C, ST @ Arrakeen, 6T @ False Wall East(a6 *).
EMPEROR (Deb Osborne): 42S, 4C, 9T @ Habbanya Ridge Sitch, 10T Habbanya Flat, 1T
 @ Harg Pass.
FREMEN (Anderson): 9S, 2C, 5T @ Sitch Tabr, 2T @ Funeral Plain, 5T @ R
 Outcroppings.
GUILD (Wilson): 56S, 2C, 6T @ Tuck's Sitch.
HARKONNEN (Bryden): 5S, 8C, 5L, 5T @ Carthag, 1T @ False Wall East(a
 IX (Narhak) 12S, 3C, 5T @ Polar Sink.
TANKS: 6A, 4F, 5G, 7H, 6L; Lady J. B Raban, G Halleck, Colonel.

LEGEND: * = starred token, (@) = aggressor. A = Atreiden, C = card, E = Emperor, F =
 Fremen, G = Guild, H = Harkonnen, I = Ix, KH = Kwitsach Haderach, L = leaders, S = spice,
 a# = sector #, T = token.

STELLAR CONQUEST

JAMES T KIRK--Due next time are:



BRITANNIA

Turns 5 & 6

325-485 A.D.



The Cast:

PURPLE: Paul Ziecke
GREEN: Peter Bayum

BLUE: Shane Beck
RED: David Anderson

The Board:

ROMANO-BRITISH (0): [Arthur & 2C].
 WELSH (2): 3A @ Cornwall, 2A @ Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd, Devon.
 BRIGANTES (1): 1A @ Galloway, Pennines, [Leader].
 PICTS (0.5): 2A @ Dalriada, Skye; 1A @ Alban, Caithness, Mar, Moray.
 CALEDONIANS (2): 2A @ Hebrides; 1A @ Orkneys.
 IRISH (0.5): 1R @ Atlantic, 1A Cumbria, [1A @ Atlantic].
 SCOTS (0): 2A @ Strathclyde; 1R @ Irish, [3A & Fergus].
 JUTES (0): 2R @ Channel.
 SAXONS (0.5): 1A & Henquist @ 5 Mercia; 2R @ Friston; 1A @ Avalon, Downlands, Kent, Lindsey, N Mercia, Sussex, Wessex; [4A @ Fries].
 ANGLES (0): 3A @ North; 1A @ Dunedin; [3A @ North].

Start: Purple 47, Green 24, Blue 18, Red 16.

Turn 6 (concluded)

ANGLES (0): Grow 1 Pop Pt. 3A North-York.

Turn 7

ROMANO-BRITISH: Place Arthur and 2C at Hwicce. L,2C Hwicce-5 Mercia (6+1, 1:6+1 -1C, Henquist, 1 Sex -- +4 VP);
 WELSH (2): Grow 6 pp, but at max. Move 1A @ Cornwall-Devon.
 BRIGANTES (1): Grow 1. Place Leader in Pennines. Hold.

We halt here as Shane is currently on a 30-day camp out in Korea courtesy of our mutual Uncle Sam. Due next time are orders for Picts through Angles for Turn 7 and RBs, Welsh and Brigantes for Turn 8.

Start: Purple 51, Green 24, Blue 18, Red 16.

The Board:

ROMANO-BRITISH (0): Arthur & 1C @ 5 Mercia.
 WELSH (2): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
 BRIGANTES (2): 1A @ Galloway; 1A,L @ Pennines.

PICTS (0.5): 2A @ Dalriada, Skye; 1A @ Alban, Caithness, Mar, Moray.
 CALEDONIANS (2): 2A @ Hebrides; 1A @ Orkneys.
 IRISH (0.5): 1R,A @ Atlantic, 1A Cumbria.
 SCOTS (0): 2A @ Strathclyde; 1R,3A & Fergus @ Irish.
 JUTES (0): 2R @ Channel.
 SAXONS (0.5): 2R,4A @ Friston; 1A @ Avalon, Downlands, Kent, Lindsey, N Mercia, Sussex, Wessex.
 ANGLES (1): 3A @ North; 3A @ York; 1A @ Dunedin.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, # = attacking/attacked by Cavalry.



MAGIC REALM
Sinplomo Cooks Goblins!!
Dragon!
EVENING 16 / DAY 17



THE CAST:

Dave Anderson:
 John Butitta:
 Marcel Carbonneau:
 Don Chinnery:
 Dan Farrow:
 Dan Osborne:
 Debbie Osborne:

Bennie the Berserker
 Willie the Pilgrim
 Amber Rose the Amazon (deceased)
 Razi the (optional) Wizard (deceased)
 Sinplomo the Sorcerer (aka Misty)
 Smaug of the Dark Helmet, a Black Knight
 Thorn of the Grotto, an Amazon (deceased)
 Sylvan the (optional) Druid

EVENING 16

AT HP5: In hiding, Sinplomo alerts a MAGIC IV5*, then casts FIERY BLAST to ambush the goblins, killing but two of them; he remains hidden (5.2). He alerts a MAGIC IV3* chit and again casts FIERY BLAST, killing another two goblins; he remains hidden (3.2). He alerts another MAGIC IV3* and casts FIERY BLAST a third time, killing one more goblin; he remains hidden (5.1) and scores 15F and 15N.

AT CV4: Willie casts "Small Blessing" using his MAGIC I4* and WHITE 6*; result 3.1 = "I Wish for a Vision" and sees the contents of the Hoard; both his MAGIC I chits are fatigued.

DAY 17

MONSTER ROLL = 1
 Bennie @ Cr2: M CV2, R, R, R(wounded BERSERK T4** to normal), R(wounded MOVE T4** to fatigued).
 Sinplomo @ HP5 H(5.1 - y), R(MAGIC IV3*), R(MAGIC IV5*), SPX, SP(convert MAGIC IV5* to PURPLE). Reveal Ruins C, Lost City 3, Vault 3, Lair 3, Shrine 4, Hovel 4, Gutter 6. A T dragon appears at HP3.
 Sylvan @ CV1: H(4 - y), R(MAGIC II3*), R,R(MAGIC II2**).
 Willie @ CV6: R(MAGIC I4*), R(MAGIC I6*), SPX, SP(convert MAGIC I6* to WHITE).
 Smaug @ BV1: M BV4, M OW5, M AV2, M BV2.

COMBAT: Sinplomo could take on the axe-goblin.

Due next time are orders for Evening 17 and Day 18.

PRESS: Willie falls on his knees and beseeches the great gods of chance for to leave off the fantastic luck and go back to ordinary.

DEAD PILE: Ralph, Roger & Raoul, Ponies BHQ & B2-B5. H dragon, two H flying dragons, two H spiders, three bats, five axe-goblins.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. Abatis is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Ru1. The Loaf Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cs6; a T Troll is at Cs3; a short sword, helmet, and breastplate are at Cs4 and Cr5. There is a T dragon at Cl2, and the TF Dragon at the Hoard at Bl6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, and the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine and a six-pack of spear goblins are at HP4. The Statue is at Cn2. Giants are at Le4 and Cr6.

The Hoard has:

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***** DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 7 DEC 96 *****

THE BOTTOM LINE

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